SNS-RI-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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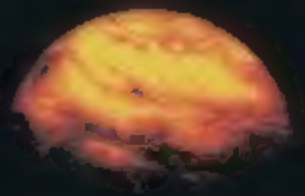
THE METROID MENACE

Broken Peace

The galaxy once enjoyed a period of peace and prosperity. Trade lines were open, the citizens were happy and the Galactic Federation kept a watchful eye over the planets.
Not long ago, that peace was broken by a startling discovery.

The Dawn of the Metroids

On a routine survey mission of the planet SR388, the crew of a Galactic Federation vessel discovered a new airborne life form and gave it the name "Metroid." These creatures, which could engulf other living beings and take away their energy, proved to be strong and prolific. After just a few seconds of Beta-Ray bombardment, a single Metroid became two Metroids, and then four.
Several Metroid specimens were gathered so that the survey vessel crew could take them to Galactic Federation Headquarters for further examination.
As the crew sped towards headquarters, they were ambushed by space pirates from the planet Zebes. The pirates stole the Metroids and took them to their home planet, where the planet-leading Mother Brain created a Metroid force.



Enter Samus

Bounty hunter Samus Aran was commissioned by the Galactic Federation to eliminate the space pirates and do away with the dangerous Metroids. Samus landed on Zebes alone and carried out her mission with speed and precision.
After the skirmish on Zebes, a special corps was assigned by the Galactic Federation to destroy the Metroids on SR388. That corps was never heard from again.
The Supreme Council gave Samus the job to fly to SR388 and do what the special corps could not do—make the Metroids extinct.

Return to SR388

The Metroids on SR388 were more advanced than the creatures on Zebes. These monsters could shed their skins and grow even stronger. Samus worked deep below the surface and blasted all of the Metroids in her path. Her final victory was against the enormous Metroid Queen. When the queen was defeated, Samus discovered a Metroid egg which hatched before her eyes. Even this hardened bounty hunter could not destroy the Metroid larva. When the larva sensed Samus' presence, it clung to her as though it had found its mother.

Samus packed up the Metroid larva and took it with her to the Space Science Academy on the Galactic Federation Space Colony where scientists could study the creature and understand its special organic structure.

A New Discovery

The Science Academy scientists found out that the energy-producing properties of the Metroid could benefit humankind. Their report suggested that the Metroids may have originally been created for peaceful purposes.

Just when it seemed peace and order had been restored, Samus received an emergency directive from the Galactic Federation:

Emergency! Emergency! Return immediately to the Space Science Academy!

When Samus made her way to the research facility, she found the building in ruins and the Metroid larva was nowhere to be found. Out from the darkness came a group of Zebesian space pirates and their leader, Ridley, who had the Metroid larva in tow. The pirates fled to a rebuilt planet Zebes and Samus followed them, resolving to finish them off and save the hatchling!

USING THE CONTROLLER

Super Metroid is a one-player game. Insert the controller plug into Controller Port 1 on your Super Nintendo Entertainment System®.

L/R Buttons

L button: Aims Samus' weapon down at an angle.
R button: Aims Samus' weapon up at an angle.
Press both the L and R buttons simultaneously when Samus is kneeling to aim straight up.

SELECT Button

Press the SELECT Button to cycle through the special item icons at the top of the screen.

+ Control Pad

Up: Aims Samus' weapon upwards.
Left/Right: Makes Samus run to the left and right.
Down: Press once to make Samus kneel. Press again to make Samus roll into a ball (If you have the Morphing Ball). Press down on the Control Pad while Samus is in the air to aim her weapon downwards.

Y Button

Cancel Button
Press the Y Button to turn off the selected special item and switch back to Samus' beam weapon.

X Button

Fire button
Press the X Button to fire beams and launch missiles. Press and hold the X Button for rapid fire shots or to charge the beam (if you have the Charge Beam item). If you have the Bomb item, you can plant a Bomb by pressing the X Button when Samus has rolled into a ball.

A Button

Jump button
Press the A Button to make Samus jump. If you make her jump while she is running, she will spin in the air.

B Button

Dash button
Press and hold the B Button to make Samus run faster.

START Button

Press the START button during game play to pause the action and show the map screen.

The button assignments described are the initial settings. You can change these settings in the controller setting mode (see page 12).

PLAYING THE GAME

GETTING STARTED

Insert the Super Metroid™ Game Pak into the Super Nintendo Entertainment System® and turn on the power. The title screen will appear, followed by a demonstration of game play.

TITLE SCREEN

Press the START button or A button while the title screen is displayed to go to the Samus Data screen.

SAMUS DATA

The Samus Data Screen displays the progress of the three data files. When you select a data file, play the game and save the data within the game, the data file will be updated. You can also use the Samus Data Screen to copy and clear files. Move the cursor by pressing Up and Down on the Control Pad to the desired data file or function, then press the A Button to carry out your choice.

SAMUS A/B/C

Select Samus A, B or C data and press the A Button to make the Option Mode Screen appear.

DATA COPY

This selection initiates the data copy mode (See page 17.)

DATA CLEAR

This selection initiates the data clear mode (See page 17.)

EXIT

This selection takes you to the title screen.

OPTION MODE

The Option Mode Screen allows you to change controller settings and the text language. Move the cursor by pressing Up and Down on the Control Pad buttons to the desired entry, then press the A button to carry out your choice.

Note
If you select JAPANESE TEXT, the controller setting and special setting screens will be displayed in Japanese.

START GAME

Select this entry when you are ready to play the game.

ENGLISH TEXT

Displays the Demo Screen text in English.

JAPANESE TEXT

Displays the demo screen text in Japanese.

CONTROLLER SETTING MODE

Allows you to switch to the Controller Setting Screen. (See page 10.)

SPECIAL SETTING MODE

Allows you to switch to the Special Setting Screen. (See page 11.)

CONTROLLER SETTING MODE

This mode allows you to change the initial controller settings.

Move the cursor to the item that you want to change by pressing Up and Down on the Control Pad, then press the button to which you want to set the item. The control item will change to that button.

Note that if the L and R buttons are set to any item other than diagonal firing, the control item will not function.
The initial settings of all buttons other than the START button can be changed.
The new button settings changed at this screen are saved together with the game data.

END

Return to the Option Screen.

RESET TO DEFAULT

This option appears when you bring the cursor below END. Use it to return all of the changed button assignments to their initial settings.

SPECIAL SETTING MODE

This mode allows you to use special settings during game play.

Select the items by pressing Up and Down on the Control Pad, then change the selected entries by pressing Left and Right.
The settings from this screen are saved together with the game data.

ICON CANCEL

Setting this to AUTO will deselect a special weapon when you go through a door.

AUTO

Special items are automatically canceled when you pass through a door.

MANUAL

Special items are not canceled until you press the cancel button.
If you select a special item with the Y button pressed during game play, special items that you have used once will automatically be canceled.

MOON WALK (shooting while walking backwards)

When this is set ON, you can fire beams while walking backwards by pressing the Control Pad opposite to the direction which Samus is facing.

END

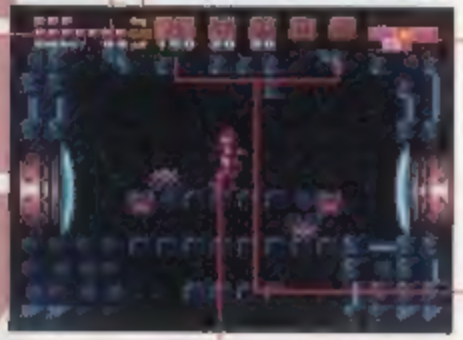
Returns you to the option screen.

THE GAME SCREEN

ENERGY DISPLAY
This displays Samus' remaining energy. When it falls to "0," the game is over.

AUTO SUPPLY
This shows how energy from the reserve tanks is supplied.
(See page 14.)

MAP DISPLAY
A section of the map screen is displayed with Samus' present position in the center of the screen. (See page 13 for details on the entire map screen.)



ENERGY TANK DISPLAY
This displays the number of energy tanks that Samus is carrying. The amount of energy contained in a single tank is 99 units.

SAMUS ARAN

ICON ITEM DISPLAY
This displays the items that can be selected by the item select button, and their remaining amount.
(See page 20.)

- **Missiles**
- **Super Missiles**
- **Power Bombs**
- **Grappling Beam**
- **X-Ray Scope**

MAP SCREEN

If you press the START button during game play, the action will be paused, and the map screen for the current area will be displayed. Press the START button again to resume play.

The pink areas on the map indicate where Samus has been. You can scroll the screen by pressing the Control Pad directions.

THE FOLLOWING ITEMS ARE DISPLAYED ON THE MAP SCREEN

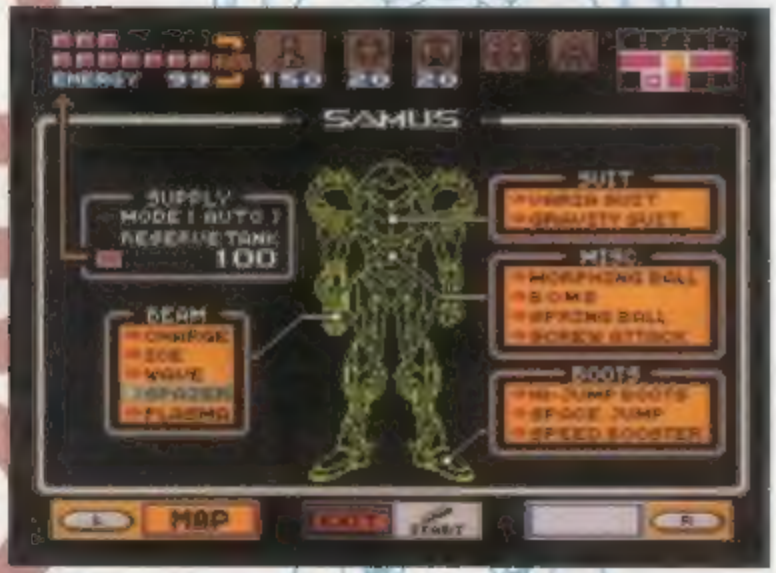
- **Samus' current position**
- **The position of area leaders**
- **The position of missile charge units**
- **The position of data save units**
- **The position of the map computer**
- **The last save position**

(The game will start from this position when you restart a saved game.)

MAP COMPUTER
When Samus touches the map computer found in each area, you will be able to access the map data for that area. The areas that Samus has not been to are displayed in blue. There are some hidden areas that are not show on area maps.

SAMUS SCREEN

This display allows you to view the items that Samus is carrying and to arm or disarm those items. See page 27 for item descriptions. If you press the L button here, the map screen will appear. If you press the START button, you will return to the game.



SUPPLY

You can supply Samus with energy if you find a reserve tank.

AUTO

Samus' energy is automatically refilled to 99 units when her energy falls down to "0" during game play.

MANUAL

Samus' energy is refilled by 99 units if you move the cursor to RESERVE TANK and press the A button.

BEAM

This shows which beams Samus is using. You can combine some beams for a powerful effect, but the SPAZER and PLASMA beams cannot be used simultaneously.

SUIT

This shows which suits Samus is wearing.

MISC.

Use this to check Samus' special powers.

BOOTS

This shows the boots that Samus is wearing.

SAVING DATA

You can copy the data of one file to another file.

DATA SAVE UNITS

Data save units are found in each area. If you bring Samus into one of these, you will be prompted to save the game data.
To save the game data, select YES and press the A button.
You can start the game over from where it was last saved.

RESTART SCREEN

When you restart a game, the planet Zebes map screen and the map screen of the area that you last played will be shown after you pass the option screen.

DATA COPY MODE

If you want to copy your game data to another data file, move the cursor to [DATA COPY MODE] in the Samus Data screen, then press the A button.

(1) Select the data that you want to copy, and press the A button.
(2) Select which file you want to copy the data to, then press the A button.
(3) Select YES, and press the A button.
(4) The data has been copied. Press any button to return to the Samus Data screen.

DATA CLEAR MODE

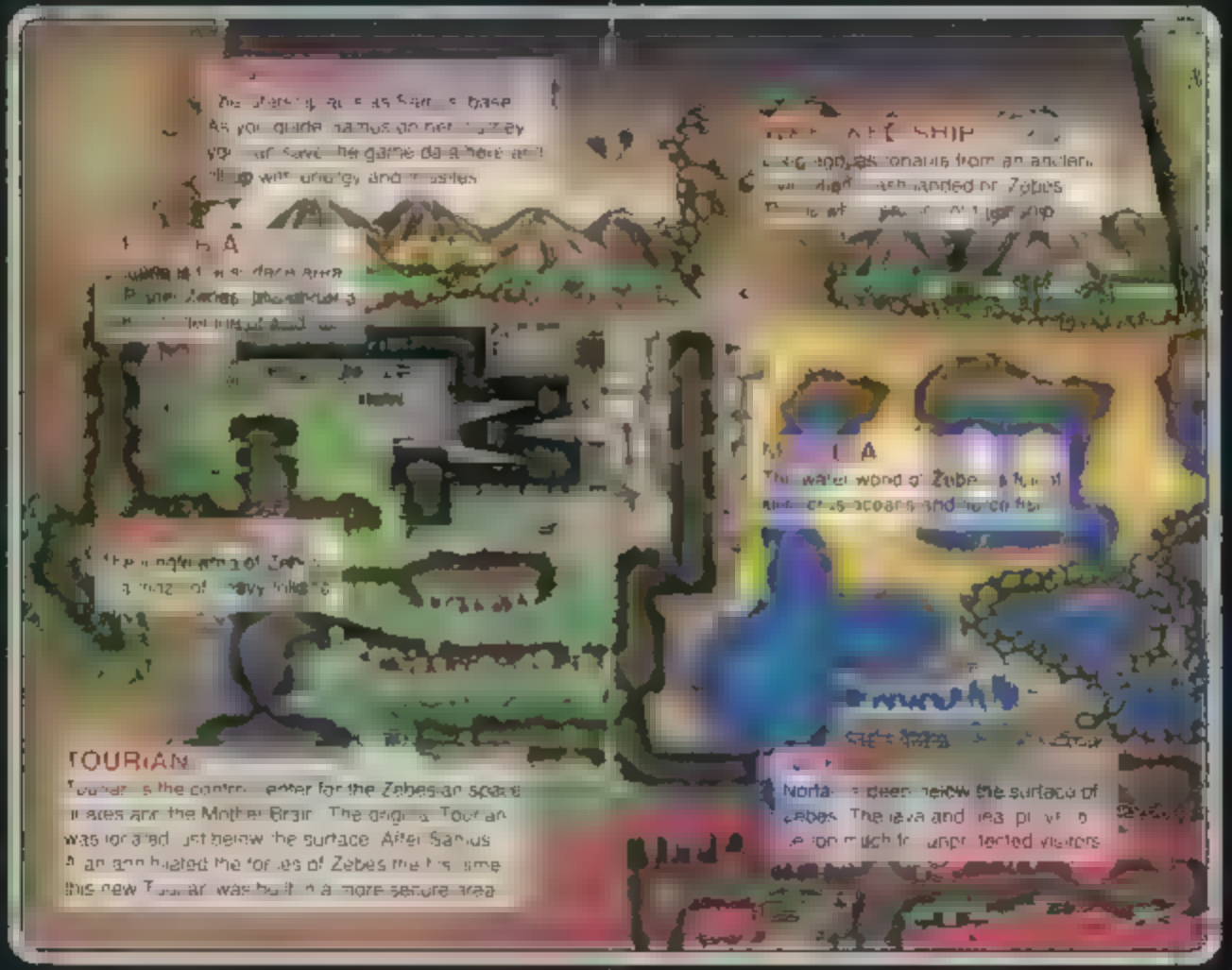
If you want to erase saved game data, move the cursor to [DATA CLEAR MODE] in the Samus Data screen, then press the A button.

(1) Select the data that you want to erase and press the A button.
(2) Select YES and press the A button.
(3) The data has been erased. Press any button to return to the Samus Data screen.

THE PLANET ZEBES

Inside the Zebes

Samus Aran's mission is to infiltrate the headquarters of the Zebesian space pirates and recapture the Metroid hatchling. Zebes is made up of six huge areas. Here's a brief survey of the planet.

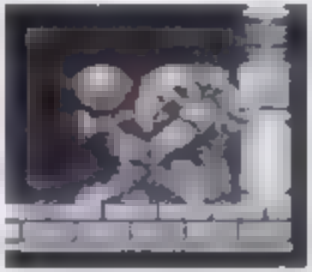


ITEM ACQUISITION

There are several special items scattered throughout the planet. Collect them and make Samus a more powerful warrior.

CHOZO STATUES

The ancient bird people of Zebes are immortalized in the form of several statues scattered throughout the planet. By firing on the balls that are held by many of these Chozo statues, you'll reveal special items.



ICON ITEMS

[illegible] items appear [illegible] on the top of the screen when you [illegible] them. You [illegible] them by pressing the item select button and [illegible] to normal use of your beam weapon by pressing the item cancel button.

MISSILE TANKS **Method of use: Fire Button**

For every Missile Tank that you collect, you'll have the capacity to carry five more Missiles.

You can refill your Missile capacity by tapping in to a missile charge unit.

SUPER MISSILE TANKS

Method of use: Fire Button

Super Missiles are much more powerful than standard Missiles. For every Super Missile Tank that you collect, you'll be able to carry five more of these explosive items.

Blocks that show the Super Missile icon can be destroyed by Super Missiles.

POWER BOMBS

Method of use: Fire Button in a rolled up state.

The blast of these powerful bombs can hit everything on the screen.

Blocks with the Power Bomb icon can destroyed by Power Bombs.

GRAPPLING BEAM **Method of use: Fire Button**

You can use this beam to grab onto special blocks, then swing into [illegible].

You can shoot the Grappling Beam into metallic blocks with holes in the center.

X-RAY SCOPE

Method of use: Dash Button held down
(Samus cannot move while using this item)

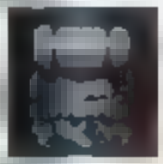
This item allows you to see hidden passages.

ENERGY ITEMS

ENERGY TANKS

Every Energy Tank that you collect will give Samus 99 units of energy

You can refill your Energy Tanks to capacity by tapping in to an energy charge unit



RESERVE TANKS

Method of use: Bring the cursor to RESERVE TANK on the SAMUS screen, then press the A button to start supplying energy

Reserve Tanks act as Samus' emergency energy source Reserve Tanks are empty when you collect them

When you destroy enemy creatures, they often leave behind Missiles or Energy Balls. Collect these items to add to your Missile and Energy supplies.

Energy Ball

Big Energy Ball

Missile

Super Missile

Power Bomb

BEAM ITEMS

At the beginning of the game Samus is equipped with a normal beam. You can increase Samus' power by collecting new beams. Some beams can be combined with other beams for even more power and diversity

CHARGE

The charge item allows you to charge your beam and send out a super-powerful blast

ICE

The Ice Beam freezes enemies for a short time. You can use frozen enemies as platforms

WAVE

The Wave Beam sends out a charge in a wavy pattern and pierces some obstacles

SPAZER

The Spazer Beam is a three beam attack allowing you to hit objects in a wider range

PLASMA

The most powerful of all the beams can destroy several targets at once

SUIT ITEMS

There are two special suits which allow you to explore different areas of the planet

VARIA SUIT

This suit cuts the damage from enemy attacks in half and allows you to explore in high temperature zones

GRAVITY SUIT

This suit reduces the damage from enemy attacks to one fourth and allows you to move freely in water filled areas

BOOT ITEMS

These items increase Samus' mobility

HI-JUMP BOOTS

The Hi-Jump Boots allow Samus to reach higher places

SPACE JUMP

With the Space Jump Boots, Samus can jump continuously in the air and fly through open areas. To [illegible] press the jump button just after Samus peaks in a [illegible]

SPEED BOOSTER

These boots allow Samus to run at a super high speed and make her invincible as she runs through enemies

Blocks with the Speed Booster icon melt away when Samus runs into or over them at super speed

* *The Space Jump and Speed Booster cannot be used in water unless Samus is wearing the Gravity Suit*

SPECIAL ITEMS

These items give Samus special powers

MORPHING BALL

You can use the Morphing Ball to make Samus roll into a ball and squeeze into narrow areas

BOMB

When you have the bombs, you can set explosive devices by making Samus roll into a ball and pressing the fire button. In addition to damaging enemies, Bombs can blow open certain sections of the floors and walls

SPRING BALL

The Spring Ball allows Samus to jump while she is rolled up into a ball

SCREW ATTACK

This powerful item turns Samus' suit into a weapon. When the Screw Attack is activated, Samus can somersault into enemies and blast them out of the air

* *The Screw Attack does not work in water unless Samus is wearing the Gravity Suit*

OPENING DOORS

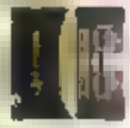
The doors on Planet Zebes were designed to prevent intruders from moving freely through the areas of the planet. Samus must break down these doors in order to move on to the next area.

BLUE DOORS

These doors can be opened by Beams or [illegible]

RED DOORS

These doors open from the impact of five Missiles or one Super Missile



GREEN DOORS

A single Super Missile opens Green Doors

YELLOW DOORS

Super Bombs open Yellow Doors

METAL DOORS

Metal Doors can only be opened when they are flashing. You can make Metal Doors flash by defeating certain enemies.

There are several metal poles in the passages of Zebes. The color of the lights above these poles should give you an idea on how to make them move out of the way.

THE CREATURES OF ZEBES

The fortress planet Zebes is packed with living creatures and traps set in the relics of ancient civilizations. Here are some of the creatures that you'll encounter in your journey through the planet.

CRATERIA ENEMIES

THE ENEMIES IN CRATERIA ARE RELATIVELY WEAK WHEN COMPARED TO THE ENEMIES [illegible] WATCH OUT!

RIPPER

The armor of these flying creatures is so strong that [illegible] beat them.

SKREE

These creatures hang down from ceilings and [illegible]

GEEMER

Geemers crawl on floors and walls.

WAVER

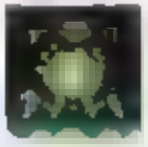
Wavers fly in a wave pattern.

BRINSTAR ENEMIES

THE CREATURES OF THE ZEBESIAN JUNGLE ARE LARGELY PLANTS AND INSECTS. SOME OF THEM ARE EQUIPPED WITH SPECIAL ARMOR

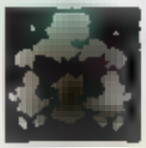
REO

These creatures have sharp claws and can withstand several hits



CACATAC

These walking cacti launch needles as a defensive measure



SIDEHOPPER

Sidehoppers pounce on intruders with powerful legs

FIREFLEA

These enemies emit light you blast them the surrounding area will become darker

SPORE SPAWN

(The Mini-Boss of Brinstar)
This creature was genetically engineered by the space pirates Its weak point is its core which is protected by the plant's hard shell

KRAID

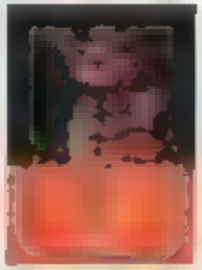
(The Boss of Brinstar
The giant lizard of Brinstar attacks Samus with thorny projectiles and spits spheres out of its mouth No weapons beams missiles or bombs have any effect on its body
The creature s weak point is unknown

NORFAIR ENEMIES

THE AIR IN NORFAIR IS UNBEARABLY HOT FOR ADVENTURERS WHO ARE NOT EQUIPPED WITH A VARIA. THE CREATURES OF NORFAIR ARE EQUALLY HARSH. MOVE CAREFULLY THROUGH THIS AREA.

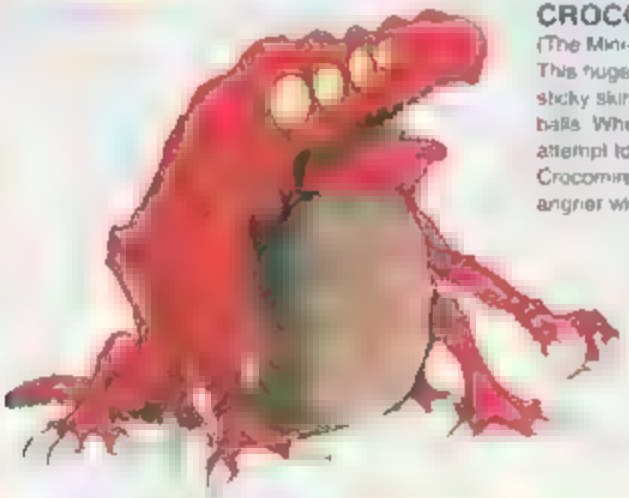
DRAGONS

These enemies lives in lava and spit out fireballs



MAGDOLITE

Magdolites have the power to turn into magma and change shape at will. They attack by tossing lava



CROCOMIRE

(The Mini-Boss of Norfair)
This huge creature has sticky skin and spits plasma balls. When adventurers attempt to fight the Crocomire it becomes angrier with every blow

MULTIVIOLA

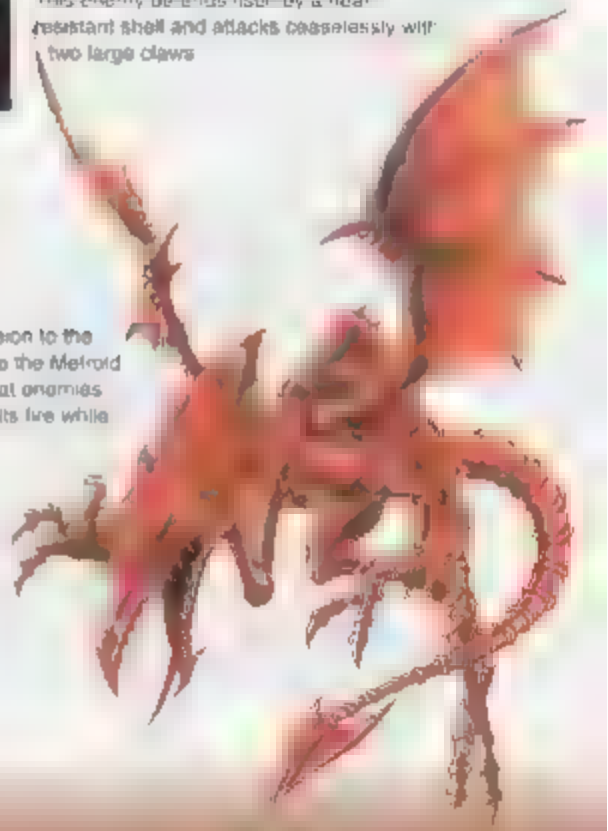
The fiery Multiviolas bounce off walls and randomly fly in the face of intruders

GERUTA

This enemy defends itself by a heat-resistant shell and attacks ceaselessly with two large claws

RIDLEY

(The Boss of Norfair)
Ridley headed the mission to the Space Colony and stole the Metroid Hatchling. It whips out at enemies with its long tail and spits fire while flying through the air

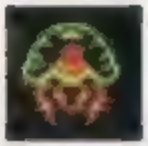


MARIDIA ENEMIES

MARIDIA IS ALMOST COMPLETELY UNDERWATER AND MOST OF THE ENEMIES IN THE AREA ARE AQUATIC CREATURES. YOU MUST HAVE THE GRAVITY SUIT IN ORDER TO MOVE AROUND IN THE AREA.

SKULTERA

These creatures are fish with bony frames and joints that rotate mechanically.

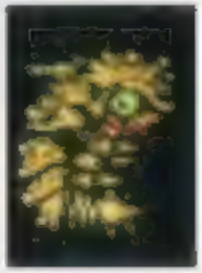


MOCHTROIDS

Mochtroids are the space pirates' first attempt at Metroid clones. These creatures, unlike the real Metroids, are easy to defeat.

OWTCH

The hard shelled Owtches keep enemies away with sharp spikes and burrow into the sand when they sense danger.



EVIR

These creatures fire thorny bullets from their tails.

DRAYGON

(The Boss of Maridia)
The Draygon has an armor-like hard shell which gives it a lot of defensive strength.

WRECKED SHIP ENEMIES

THE WRECKED SHIP HAS BEEN SHUT DOWN BY THE FLOATING GHOST, PHANTOON.

COVERN

These souls of shipwrecked creatures turn into evil spirits that wrap themselves around intruders.

WORK ROBOTS

These robots were built by ancient man to service the inside of the ship. Since the crash, they have gone completely haywire.

PHANTOON

(The Boss of the Wrecked Ship)
The ghost of the ship taps in to the vicious brainwaves of the Mother Brain and attacks adventurers with deadly plasma.

TOURIAN ENEMIES

IN YOUR LAST RAID ON ZEBES, SAMUS DESTROYED THE OLD TOURIAN COMMAND CENTER. NOW IT HAS BEEN BUILT AGAIN, IN A DIFFERENT LOCATION. SAMUS' NEW GOAL IS TO INFILTRATE THIS AREA AND TAKE ON THE NEW LEADERS OF ZEBES.

SPACE PIRATES — ZEBESIANS

These feared aliens are known as the scourge of the Galaxy. They are known for stealing galactic trading ships and leaving the crews stranded in space.

SPACE PIRATES —KEYHUNTERS

These creatures are pirates from another galactic system who helped rebuild Zebes. When they lose their wings, they spit powerful acid.

FLOATING LIFE FORMS — METROIDS

It is said that Metroids are life forms created by an ancient civilization. Metroids engulf living creatures and absorb their energy. They are very intelligent and quick to reproduce.

You will encounter many strange creatures that were not introduced in the previous pages. A few creatures offer hints on using various techniques. Watch the game play demonstration following the title screen for more clues on using Samus' hidden powers.

Make It Short and Sweet

There are several different ending sequences for the game. The sequence that you see depends on the amount of time that you log on the planet. A shorter time results in a better ending.

WARNING

It is a serious crime to copy video games. 18 USC 2319 Nintendo games are strictly protected by copyright rights worldwide. Back-up copies are not authorized and are not necessary to protect your Nintendo Game Pak. Please destroy any illegal copies that may come into your possession. Violators will be prosecuted.

If your Game Pak ceases to operate and it is not a copy and your Nintendo Control Deck has no alteration or backup device attached to it, please call the Nintendo Consumer Assistance Hotline at 1-800-255-3700 (U.S. and Canada) or your local authorized Nintendo distributor for assistance.

WARRANTY AND SERVICE INFORMATION

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the NINTENDO WORLD CLASS SERVICE® Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair, for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP;OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED,OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo

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